

AMENDMENTS TO THE CLAIMS

Please **AMEND** claims 1, 4, 17 and 39 as follows.

Please **CANCEL** claim 22.

A copy of all pending claims and a status of the claims are provided below.

1. (Currently Amended) A method of providing learning objects, comprising:
 - accessing an authoring application for creating a shareable content object (SCO), the accessing being through at least one of a web based remote access and a download of the authoring application;
 - composing a shareable content object (SCO) representing one or more assets using the authoring application;
 - assigning a digital rights to the SCO to secure the one or more assets; and
 - individually controlling access to the SCO and the one or more assets by utilizing the assigned digital rights to the SCO or the one or more assets,

wherein the download of the authoring application includes checking a client browser's version and downloading a DRM extension appropriate for the browser's version.
2. (Original) The method of claim 1, wherein the accessing an authoring application step includes:
 - accessing an on-line portal server to obtain registration information; and registering as an author of learning objects.
3. (Original) The method of claim 2, wherein the registering step includes receiving a

registration confirmation that includes at least one of a user-id, a password, a login uniform resource locator (URL) and a universal resource identifier (URI).

4. (Currently Amended) The method of claim 1, wherein the download of the authoring application further includes:

~~checking the client browser's version and downloading the DRM extension appropriate for the browser's version;~~

accessing an application to create SCO rights metadata and promotional material; and
generating a public key pair for the client for encryption purposes and sending a private key to the client, wherein the accessing the application to create SCO rights metadata occurs through one of a web based remote access and a download the application

5. (Original) The method of claim 1, wherein the assigning step includes:

logging on to a digital packager;
uploading a package containing the SCO and a metadata file; and
triggering a digital rights management (DRM) packager to assign digital rights to at least one of the SCO and the one or more assets and the package.

6. (Original) A method of claim, 5, wherein the triggering step includes assigning a price level to one of the SCO and the one or more assets controlled by the assigned digital rights.

7. (Original) The method of claim 5, further comprising the steps of:

parsing the package to extract structure and titles; and

assigning a package ID with a package name to the SCO.

8. (Original) The method of claim 1, further comprising:

generating promotional material and thumbnail for use in an electronic store (eStore) to provide searching and discovery capability; and
storing the promotional material and the SCO in an on-line catalog.

9. (Original) The method of claim 1, further comprising assigning digital rights to the one or more assets and encrypting at least one of the SCO and one or more assets.

10. (Original) The method of claim 1, wherein the assigning digital rights step assigns rights to the one or more assets to independently access the one or more assets under control of the assigned digital rights.

11. (Original) The method of claim 5, further comprising the step of placing the SCO, the metadata file and a promotional file into a digital container.

12. (Original) The method of claim 11, wherein the placing step includes at least one of assigning digital rights to the SCO and encrypting the one or more assets using randomly generated symmetric keys of the associated SCO.

13. (Original) The method of claim 12, wherein the digital rights include at least one of price, user identity, and length of use.

14. (Original) The method of claim 12, further including placing the randomly generated symmetric keys in the metadata file, and encrypting the metadata file with a public key.

15. (Original) The method of claim 1, wherein in the composing step the one or more assets include at least one of a video asset, a text asset, a music asset, and a learning asset.

16. (Original) A method of claim 1, further comprising packaging a content aggregation file separately from the SCO and any asset files, wherein the content aggregation file includes for the SCO: an associated metadata file, a manifest file, a content packaging information, and encrypted rights.

17. (Currently Amended) A method for creating learning objects, comprising:
creating a package containing one or more shareable content objects (SCOs);
assigning digital rights management (DRM) to the one or more SCOs;
updating an on-line electronic store (e-Store) with the one or more SCOs; and
making the one or more SCOs available for searching and downloading at a client,
wherein access to the one or more SCOs is controlled by the DRM, and the one or more SCOs include one or more assets individually controllable; and

logging onto a portal server to perform any of the steps, wherein the portal server provides a common interface personalized to a user's profile and role.

18. (Original) The method of claim 17, wherein in the creating a package step the package contains a content aggregation file containing at least one of a metadata, a manifest, content packaging information, and an encrypted rights for each SCO in the package.

19. (Original) The method of claim 17, further comprising the step of invoking a DRM packager to upload the package in compressed format and place in a digital container.

20. (Original) The method of claim 17, further comprising the step of storing the package in a learning objects repository for later retrieval by an on-line learning management system when the one or more SCOs is at least one of searched and accessed.

21. (Original) The method of claim 17, wherein: the assigning DRM to the one or more SCOs include assigning a price to each of the one or more SCOs and at least one of the one or more assets, and the assigning the DRM step causes limitation of access to the one or more SCOs by user identity, price, or type of asset.

22. (Canceled)

23. (Original) The method of claim 17, further comprising: logging onto an electronic store (e-store) to access the one or more SCOs; and generating promotional material and supplying parameters indicating at least one of: a package ID, whether each of the SCOs is encrypted, whether the one or more SCOs are to be delivered via on-line or off-line mode, whether the package is a course or SCO, a license server address, content manager address, and whether the

promotional contents are packaged into a secure container.

24. (Original) The method of claim 17, further comprising assigning symmetric keys to each one or more SCOs and encrypting each one or more SCOs with the symmetric keys.

25. (Original) The method of claim 17, further comprising: extracting information including thumbnail promotional material from a content aggregation(CA) file; ingesting the one or more SCOs and CA file into a catalog using the information; and storing the thumbnail promotional material into the catalog and associating the promotional material with the one or more SCOs, wherein the thumbnail promotional material and one or more SCOs are searchable.

26. (Original) The method of claim 17, wherein the one or more assets are at least one of a video asset, a text asset, a music asset, and a learning asset.

27. (Original) A system for providing learning objects, comprising:

- a portal server to permit authoring of at least one shareable content object (SCO) having one or more assets;

- a digital rights management (DRM) content packager accessible via the portal server which assigns digital rights to the at least one shareable content object (SCO);

- a DRM license server which assigns license criteria to the at least one SCO and the one or more assets; and

- a content manager which stores or retrieves the at least one SCO and the one or more assets.

28. (Original) The system of claim 27, wherein the portal server provides a common interface personalized to a user's profile and role, and the portal server facilitates at least one of: accessing a web base authoring application for creating the at least one SCO, and downloading of an client authoring application for creating the at least one SCO.

29. (Original) The system of claim 27, wherein the DRM content packager communicates with the portal server for uploading the at least one SCO and communicates with a content manager loader for storing the at least one SCO in a learning objects repository and wherein the DRM content packager uploads a package and parses the package to extract structure and titles of the package, the package containing the at least one SCO and promotional material.

30. (Original) The system of claim 27, wherein the one or more assets is at least one of a video asset, a text asset, a music asset, and a learning asset.

31. (Original) The system of claim 27, wherein the at least one SCO is packaged into a digital container, and wherein the each of the at least one SCO and each of the one or more assets is associated with a price controlled by DRM.

32. (Original) A digital rights protection system, comprising:

a secure uploading service capable of receiving unprotected digital content having one or more parts, associated metadata, and one or more promotional materials;

an automatic validation component adapted to ensure conformance of the unprotected digital content to Shareable Content Object Reference Model (SCORM) standards and providing error messages to enable correction; and

a digital rights generation layer having one or more components adapted to provide a web-based interface for specifying different rights to the one or more parts for providing protected digital content.

33. (Original) The digital rights protection system of claim 32, further comprising a means for generating digital rights files and associating the digital rights files with the digital content by embedding links into a metadata right field within corresponding metadata files.

34. (Original) The digital rights protection system of claim 33, further comprising a transparent web service for automatically encrypting the protected digital content and the rights files, wherein the digital rights generation layer provides content protection services.

35. (Original) The digital rights protection system of claim 32, further comprising: a security manager component adapted to provide secure communications with client stations and an electronic store; and a content repository component which prevents any input/output operation that creates a rights violation when the protected digital content is stored.

36. (Original) The digital rights protection system of claim 32, further comprising a means for providing catalog creation services that includes invoking web services with a trusted electronic store to create a catalog entry of the protected digital content and any associated promotional

material.

37. (Original) The digital rights protection system of claim 32, wherein all components of the rights generation layer has a public-key certificate by a certificate authority indicating that all the components are trusted.

38. (Original) The digital rights protection system of claim 32, wherein the digital rights generation layer provides updating and version control capabilities of the protected digital content and any associated metadata files.

39. (Currently Amended) A computer program product comprising a computer usable medium having readable program code embodied in the medium, the computer program product includes:

a first computer code to compose a shareable content object (SCO) representing one or more assets;

a second computer code to assign a digital rights to the SCO to secure the one or more assets; and

a third computer code to individually access the SCO and the one or more assets, wherein the access to the SCO and the one or more assets is individually controlled by the assigned digital rights; and

a fourth computer code to provide a common interface personalized to a user's profile and role to facilitate one of accessing or downloading the first computer code.